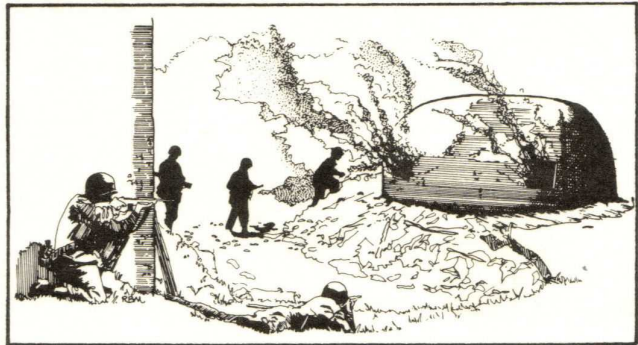
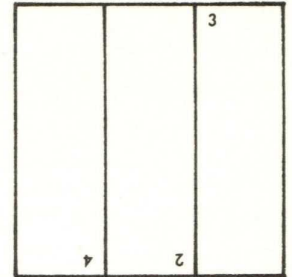


# Scenario 9 THE CANNES STRONGPOINT



CANNES, France, August 23, 1944: Generally the American advance through Southern France was so swift that it was rare when the Germans stayed and fought. However, the swiftness of the advance often caused German elements to be cut off and faced with the decision either to fight on in an isolated pocket or surrender. Outside of Cannes on a small hill one such group set up a well dug in perimeter and seemed determined to hold out. To dig them out, the Americans committed elements of the 509th Parachute Battalion, supported by heavy weapons and the guns of the 463rd Parachute Field Artillery Bn.

## Board Configuration



## Rules Introduced: Sections 55—56

### VICTORY CONDITIONS

To win, the Americans must force the Germans to *surrender* in 5 turns without losing more than 5 American squads in the process. The Germans win by avoiding the American Victory Conditions.

### SPECIAL RULES

9.1 Destruction of an AFV with crew constitutes two squads killed. Destruction of an AFV with no crew squad or the crew escapes constitutes one squad killed.

9.2 American player may not inspect the contents of a bunker. The German player must reveal only the counters which fire.

9.3 Immediately upon the elimination of a German squad, the ranking German leader still present in play must undergo a normal Morale Check. If he fails the Morale Check, all German units surrender at once. If all German leaders are eliminated, the entire German force surrenders at once.

### TURN RECORD CHART

⚔ German sets up first	1	2	3	4	5	END				
☆ American moves first										

Elements 148th Reserve Division: set up first on any board 2 whole hex:

											?
					2	4		2	2	4	12

				WIRE	
3	2		24		64 factors

Co A & B, 509th Parachute Bn, supported; set up second on any whole hex of boards 4 and/or 3:

				12	3	4	2	4	2

2	2	4

+ one module of 82mm mortar support  
+ one module of 105mm howitzer support

### AFTERMATH

The attack was well coordinated by one company of the airborne battalion which used flamethrowers, demo charges, and tank support to systematically reduce the bunkers. Casualties were heavy but not excessive. Finally after half of the bunkers had been reduced, the remaining Germans surrendered en masse, disheartened by the futility of their stand.

### VARIATIONS

9A: Increase game length to 6 turns.

9B: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

9C: Optional upon agreement of both players.